HotWire Release Notes
Version 2.0
Release date: April 7, 1990

Brief Overview of New Features in HotWire 2.0

- A GEM menu bar with access to all options plus equivalent key commands.
- Install MultiDesk Setup Files in the HotWire menu allowing you to automatically load certain accessories for certain programs.
- John Eidsvoog's new shareware screen saver program, HotSaver, communicates with HotWire clock and ledger files for accurate time tracking.
- Configurable corner clock with caps lock indicator -- clock setting program included. Clock display can show either the date or the time according to your preference, and can be turned on and off at ANY time, even while running a program.
- New programmable command line options let you build your own shells for ARC.TTP, LHARC or other command-line oriented programs.
- Now works with the TOS 1.6 ROMs in the Atari STe.
- New headings box allows use of entire character set in menu titles plus inverse headings.
- Free RAM display and controls for the blitter and HotWire's zoom boxes.
- Ledgers will track the elapsed time spent in the programs of your choice. If you use HotSaver, the ledger may be automatically adjusted to subtract inactive time (when the screen saver kicks in).
- HotWire now has 8 user-configurable ALARMS that can be set to go off only once or to repeat daily! An audible alarm is sounded, and the text message of your choice appears on the top line of the screen...no matter what you're doing at the time.
- Load and save blocks of menu entries, allowing you to easily transfer entries between different HotWire menus. Also delete blocks of entries.

HotWire Now Has a Menu Bar!

With the release of version 2.0, HotWire is now a complete GEM program with a menu bar for accessing commands, and full access to any desk accessories you have installed! There are now three ways to get at the HotWire command functions -- you may click on one of the icons at the bottom of the screen, choose the function from the menu bar, or type its key command.

In the HotWire menu bar, the keyboard equivalents for each command are clearly marked next to the name of the command. All HotWire key commands (except the hot keys you assign to entries in the menu) use the ST's function keys. Since there are more than ten commands, some of them also require you to hold down either Shift key while typing the function key. In the menu bar, the commands that do not use the Shift keys are shown with a lower-case 'f' (for example, 'f5'); the commands that require the Shift key to be pressed are shown with an upper-case 'F' (for example, 'F5').

Concurrent Access to HotWire While DAs are Open

Some desk accessories reside in a window and can be moved around the screen, brought to the front, etc. Other DAs use a dialog box interface and block out all other actions while they are open. If you open a windowing accessory (such as the Atari Control Panel) over the HotWire menu, you may continue to use the menu WITHOUT the necessity to bring it to the front. All functions of HotWire can be concurrently accessed in this fashion without having to close the open accessory, including loading new menus, running programs, moving and deleting entries, etc. When a windowing desk accessory is open on the HotWire menu, the only functions that will not work are the 'hot keys'...because GEM will always send any keyboard events to the current top window.

If you load a new menu while a DA is open, you will see it 'fill in' BEHIND the open accessory, without disturbing the DA's display. (Try this, it's kind of neat!)

Install MultiDesk Setup Files in the HotWire Menu

If you use our famous MultiDesk accessory loader, you can now install MultiDesk setup files (.MLT files) in the HotWire menu. If you click on an entry which contains a MultiDesk setup file (or type its 'hot key'), HotWire communicates with the MultiDesk accessory and tells it to load the selected setup file. HotWire also lets you "chain" .MLT files to other programs. (See 'Chaining' in your HotWire manual for more details.)

This feature lets you load a certain group of accessories into Multidesk for a particular program, then automatically run the program...all with one keypress or mouse click!

To install a MultiDesk setup file into the HotWire menu, click on any blank line in the menu. When the file selector appears, use it to locate and select the .MLT file you wish to install at that spot. (Of course, you must have previously used Multidesk to SAVE a setup file before you can do this.) The HotWire Options Box will appear, allowing you to enter a title for this entry and a 'hot key' if you choose. At the top of the Options Box, you will see the 'File Type' listed as 'MultiDesk Setup File'.

PLEASE NOTE: in order for this feature to work, you must have MultiDesk version 2.0 or later. (MultiDesk 2.0 is being released at the same time as HotWire 2.0.)

HotSaver Screen Saver

A screen saver is a utility that turns off your screen after a certain period of inactivity (i.e. no mouse movements or key presses), to prevent 'burn-in' of the screen image on your monitor's picture tube. Included on the HotWire 2.0 master disk is a new screen saver program written by John Eidsvoog...and we can confidently predict that you've never seen a screen saver as complete and feature-packed! When used with HotWire, HotSaver is capable of adjusting the HotWire ledger to subtract the inactive time from your ledger if you wish, and has many other features designed specifically to interact with HotWire 2.0. HotSaver comes with a text file explaining how to set it up and use it; please read this file to get full enjoyment from HotSaver.

New Corner Clock Options

The HotWire corner clock has been vastly improved, with many new features. You can now set the corner clock to show either the date or time. When the time is being displayed, you have the option to show a little arrow which indicates the current state of the ST's CapsLock key (the arrow faces up when CapsLock is on, and down when it's off). You may choose to show the time in 24-hour (military) or 12-hour (civilian) format, and choose to display the seconds ticking away or turn the seconds off.

To set these options, select the drop-down menu entry titled 'Corner Clock Options', or type Shift-F4.

In addition to these new options, HotWire now allows you to turn the clock on and off at any time, and switch between the time and date displays at any time, by typing a special key combination. The key combos used for these functions are:

Alternate/Shift/Control/~ (the '~' key is right next to Backspace) - Toggle between time and date displays.

Alternate/Shift/Control/+ (right next to the '~' key) - Toggle corner clock on/off.

Please note that these key commands are ALWAYS active, wherever you may happen to be...even while running a program.

Compatible with the New TOS 1.6 (STe TOS)

HotWire is fully compatible with the version of TOS (1.6) being shipped in Atari's new STe computers. In fact, this version of HotWire no longer relies on ANY undocumented addresses or variables at all, and so may even be compatible with Atari's 68030-based TT computers. (As of this date, we haven't heard back from Atari on this yet.)

Use the Entire ASCII Character Set in Program Titles and Headings

HotWire 2.0 now allows you to access all 256 characters in the ASCII set for program titles and menu headings. If you right-click on a blank line in the HotWire menu (or right-click on an existing heading), the new 'Headings' box will appear. In this box are buttons for all the ASCII characters that cannot be typed directly from the keyboard. Left-click on any character in this box to enter that character at the end of the current Heading line, or right-click on a character to fill the entire line with it.

The new Headings box also allows you to Center, Right- or Left-Justify the text, or set the Heading to show as 'Inverse' in the HotWire menu. (Inverting your headings makes them stand out much better, and can really improve the appearance of your HotWire menus.)

You can also access the Headings Box from within the Options Box for any menu entry. If you right-click on an existing entry for a program, document, work list, HotWire menu file, or MultiDesk setup file, the HotWire Options Box for that slot will appear. To open the Headings Box, just right-click on the 'Title' line in the Options Box. From this point you can use the Headings box exactly as described in the preceding paragraphs.

(You can also open the Headings Box this way when you are installing an entry into the menu for the first time.)

NOTE: Only headings may be set to 'Inverse'. When you open the Headings Box from within the Options Box, the 'Inverse' button will be disabled.

New Stuff in the HotWire 'About' Box

You can display the HotWire 'About' box by typing function key f8, by typing the space bar, by clicking on the CodeHead icon at the bottom of the screen, or by clicking on the 'About HotWire' entry in the Desk drop-down menu. In addition to the version number and copyright info, the 'About' box displays several items of interest, including the size of the largest block of free memory, the current date (with the day of the week), the filename of the currently loaded .HOT menu file, and the name of the AutoRun Program (if there is one).

At the bottom of the 'About' box are two configurable parameters. The purposes of these parameters are:

'AutoStart Delay' - This value determines how long HotWire will wait before autostarting the autorun program, or before opening the HotWire menu, in order to let any desk accessories finish loading before HotWire does its thing. HotWire 2.0 comes with this value pre-configured to '05', which should be enough time for most purposes. If you're using Multidesk 2.0 or later, or using the included HOTSTART.ACC, you can set this value to a low number like 2 or 3, since MultiDesk and HOTSTART contain special code to communicate with HotWire and let all DAs finish loading before continuing. If you don't have MultiDesk or HOTSTART installed, you will have to experiment to see which value works best for you.

When HotWire 2.0 starts up, it also looks for a file called DELAY.DEF. This file should contain an ASCII string with a new AutoStart Delay setting, followed by a carriage return/line feed combination. NOTE: the use of DELAY.DEF is optional; if DELAY.DEF is found, the delay value in the file will supercede the value saved with the HotWire configuration.

'Alert Box Delay' - This value determines the number of seconds that HotWire will hold its opening 'alert box' on the screen when you run it after bootup. (In other words, when you don't install HotWire in the AUTO folder; see your HotWire manual for more details on the difference between 'installing' and 'running' HotWire.) If you prefer to run HotWire instead of installing it, you may set this value to zero and HotWire will always 'run' right away without any delay.

HOTSTART.ACC

If you have trouble autostarting a program before the normal desk accessories have finished loading, just make sure to install the HOTSTART desk accessory (included on your master disk) as an ordinary desk accessory (i.e. NOT loaded into MultiDesk). This accessory communicates with HotWire 2.0 and forces it to wait for autostart until the system is fully initialized.

HOTSTART.ACC takes up very little memory, but if for some reason you don't want to use it, you may also experiment with different settings for the 'AutoStart Delay' (see above).

HotWire Alarms

HotWire 2.0 now includes a full-featured 'Alarm Clock' function which lets you set up to 8 separate alarms to go off at any time. Each alarm can be turned on and off individually or set to repeat every day at a certain time, and each alarm has its own 34-character 'reminder' message which will display on the top line of your screen when the alarm goes off.

To get to the Alarms dialog box, click on the entry titled 'HotWire Alarms' in the 'Configure' drop-down menu, or type Shift-F9.

At the upper left of the Alarms Box are 8 buttons representing the 8 individual alarms. Click on any of these buttons to set that alarm, or to show its current settings.

At the upper right is the Status of the current alarm. This can be set to ON or OFF. To activate an alarm, you should make sure its status is set to ON. (An exception to this is if you set the alarm to 'Repeat Daily'...see below.) After an alarm rings, HotWire automatically sets its status to OFF.

The Alarms Box contains buttons labeled 'Set Time' and 'Set Date'. Clicking on one of these buttons will set the selected alarm to the current time or date, allowing you to quickly adjust an alarm.

You may set any of the 8 alarms to repeat every day at the same time if you wish, by selecting the button labeled 'Repeat Daily'. When you select this button, the Status buttons will become disabled and deselected; HotWire handles daily alarms somewhat differently from "normal" alarms, and it is not necessary to set a daily alarm's status to ON.

Here's how the daily alarms work: when HotWire boots up it checks through its saved alarms for daily ones. If it finds a daily alarm, it checks to see whether the time for that alarm has already passed -- if the current time is later than the alarm time, HotWire leaves that alarm alone. However, if the current time is earlier than the alarm time, HotWire sets the status for that alarm to ON (internally) and sets the date to the current date, so that alarm will ring at its appointed time.

The Alarms Box contains a 34-character editable line to hold the reminder message for each alarm. You can move the cursor to this line by typing the down arrow key, or by clicking on the line with the mouse pointer. Then type normally to enter the message for that alarm.

At the bottom of the Alarms Box is a group of 'control' buttons for other functions. The buttons labeled 'Enable All' and 'Disable All' will set the statuses for all non-repeating alarms to either ON or OFF, respectively.

The button labeled 'Save All' will save all 8 alarms directly into the HOTWIRE.PRG file, in the location from which it was run. 'Save One' will save only the currently selected alarm, again directly into HOTWIRE.PRG.

When an Alarm Goes Off

HotWire will trigger an alarm when it detects that the alarm time has been either reached OR EXCEEDED. This means that if the current time is 10:30:00 AM and you set an alarm for, say, 10:00:00 AM and set its status to ON, when you exit the Alarms Box that alarm will go off. However, if you set a daily repeating alarm in the same situation, the repeating alarm will not go off upon exiting the Alarms Box since the time for that daily alarm has already passed.

Alarms can (and will) go off while you are doing just about anything with your computer. When the alarm goes off, all action will halt and you'll hear a repeating beep (which sounds a lot like the alarm clock that probably wakes you up every morning). The top line of the screen will change to show the number of that alarm, along with the message you've assigned to it. To turn off the alarm and continue with whatever you were doing, just hit any key on the ST's keyboard. (The mouse does not do anything at this point.) In case you happen to be typing when an alarm goes off, HotWire will always ring the alarm bell at least five times.

Load, Save, and Delete Blocks

HotWire 2.0 now has the ability to load, save, and delete sections of the current menu (called 'blocks'). These features are very handy for setting up new HotWire menus, especially when you want to include one or more entries from another menu as a starting point. The block functions can also act as a sort of 'clipboard' for transferring entries between different menus.

To save a block of menu entries, click on 'Save A Block' in the File drop-down menu, or type Shift-F6. HotWire will prompt you to select the starting and ending entries to include in the block files, and then the mouse cursor will change to a 3D "block" pointer (to remind you that you're in 'Block' mode). Use the block pointer to click on the first and last entries which you wish to include in the block file. It doesn't matter in which order you select them; if you wish you can click on the last entry before the first. After you've selected the second entry, a file selector will appear to let you save the block file to whatever name and location you choose. HotWire uses a default extension of .HBL for block files.

To load a block of menu entries, click on 'Load A Block' in the File drop-down menu, or type Shift-F5. A file selector will appear, to let you locate and select the block file you wish to load. After you've selected the block file the mouse cursor will change to the 3D block pointer, and you can click on the entry at which you wish to start loading the block. NOTE: the block of entries will replace whatever entries were previously in those slots with no further warning!

To delete a block of menu entries, click on 'Delete Block' in the Edit drop-down menu, type Shift-F7, or right-click on the 'ZAP' icon at the bottom of the HotWire screen. You will be prompted to select the starting and ending entries to delete, and the mouse cursor will change to a little pair of scissors to let you know that you're in 'Block Delete' mode. Click on the first and last entries you wish to delete, and HotWire will erase them and everything in between, replacing them with new blank lines.

NOTE: you may abort out of any of the block functions (while the mouse cursor is in the shape of the 3D block pointer or the scissors) by right-clicking anywhere in the HotWire menu.

The 'Options' Drop-Down Menu

Many of HotWire's options are now customizable through the 'Options' drop-down menu. An option is considered 'ON' if it has a checkmark in front of it; click on any option in this menu to toggle its checkmark on and off. The items in this menu are:

AutoStart - This option determines whether HotWire will automatically run the designated 'Autorun' program, or automatically open the HotWire Menu after the system boots up. If this item has a checkmark in front of it the autostart will take place. The setting of this option is saved in the HOT file, not in the HOTWIRE.PRG itself.

Warnings - If this item has a checkmark in front of it, HotWire will warn you before loading a new menu, if the current has been changed in some way but not yet saved. Like AutoStart, the setting of this option is saved in the HOT file, not in the HotWire program file.

(All options below this point are saved in the HOTWIRE.PRG file.)

Ledger - This option determines whether HotWire will keep a ledger file of each program you run. See the release notes for HotWire 1.4 for a more complete discussion of ledgering.

External Ledgering - This option determines whether HotWire will include in the ledger programs that are run either through MaxiFile or with the 'RUN' icon.

Corner Clock - If this item is checkmarked, HotWire will display its corner clock in the upper right hand corner of the screen.

Zoom Boxes - If this item is checkmarked, HotWire will show a 'zoom box' whenever you select an item from the menu. If you'd rather skip the special effects, turn off the checkmark in front of this item.

Blitter - This option shows you the current state of the blitter chip in your ST, and lets you turn the blitter on or off as you choose. If your computer is not equipped with a blitter, this option will be grayed-out. NOTE: the ST desktop always resets the blitter to its own saved setting whenever you quit HotWire.

Run MULTDESK.PRG with the MultiDesk Icon

HotWire 2.0 now lets you run MultiDesk as a program by clicking on the MultiDesk icon at the lower right corner of the HotWire screen. You may set the path for MULTDESK.PRG in the HotWire System Paths dialog box, which you can open by clicking on 'HotWire System Paths' in the Configure drop-down menu.

Unlike the interface with MAXIFILE.PRG, when you run MultiDesk as a program in this way no special information is passed back and forth between HotWire and MultiDesk. This feature was added for those people who don't like to keep Multidesk installed as a desk accessory, but still need to access it in program mode occasionally; it saves having to install MultiDesk in a slot in the HotWire menu.

Holding Shift is No Longer Necessary When Loading Numbered HOT files

Previous versions of HotWire allowed you to quickly load HOT files with names such as HOTWIRE0.HOT, HOTWIRE1.HOT, HOTWIRE2.HOT, etc. by holding either Shift key and typing the number associated with that file on the ST's numeric keypad. HotWire 2.0 does away with the need for the Shift key -- you may simply type the number (on the keypad) of the HOT file you wish to load.

New "*" Option in Document Types

If you start a document (see your HotWire manual for details), HotWire searches through the current menu, looking at the 'Document Types' (extensions) assigned to each entry until it finds a match for the selected filename extension. In previous versions, if the end of the list was reached without finding a match, HotWire would put up a warning box telling you that it was

unable to find an application for the selected document. HotWire 2.0 now allows you to specify a 'default' application which will be called (and passed the name of the selected document) if the above-mentioned search fails. To designate the default application, just enter the '*' character as one of its 'Document Types' in its Options Box.

For example, this lets you automatically call a file viewer program if you start a document with an unusual extension that isn't assigned to any other application.

Programmable Command Lines

HotWire 2.0 has a unique feature that we're calling "Programmable Command Lines". This feature lets you build your own shell (in the form of a HotWire menu) for manipulating any ST program that uses a command line, calling up the GEM file selector (or whichever replacement you may have installed) to enter filenames.

To use this feature requires you to enter some special characters on the command line. When a program is started which has a command line associated with it, HotWire first scans through the command line for any of these special characters and takes whatever actions are indicated before actually running the program. (See the section about "Work Lists" in your HotWire manual for more details about command lines.) Here's how these special "programmable" characters work:

~D - These two characters tell HotWire to bring up the GEM file selector to insert a filename at this point in the command line. If you don't care which path the file selector is initially set to, you can use just these two characters. Here's an example intended to be used with ARC.TTP, to show a verbose listing for the file you select:

```
vh ~D *.*
```

When HotWire sees the ~D characters, it brings up the file selector. If you click on the file selector's 'Cancel' button, the running of the program will be aborted. However, if you choose a file HotWire will substitute that filename on the command line at the point where the "~D" appears (removing the ~D, of course), and run ARC.TTP.

In all cases, programmable command line processing is terminated for that section of the line when a white space is encountered.

X - If the first character following ~D is an 'X' (or 'x'), HotWire will clear the 'Selection' line in the file selector. If the 'X' is not present, the 'Selection' line will retain the name of the last selected file.

Path - If the ~D(X) characters are immediately followed by a path designation, HotWire will set the file selector to that path. Here's an example:

```
vh ~DC:\*.ARC *.*
```

This command line will bring up the file selector, showing all *.ARC files in the root directory of drive C.

To clear the 'Selection' line first in this same example, you would use:

```
vh ~DXC:\*.ARC *.*
```

Pathname Variables - HotWire also lets you set up to 10 pathname variables which can be used in combination with the ~D command, to allow you to automatically set the file selector to a default path of your choice. The list of pathname variables can be saved with the rest of the HotWire configuration.

To initially set up your pathname variables, click on 'HotWire System Paths' in the Configure drop-down menu. At the bottom of 'System Paths' dialog box, you will see 10 buttons labeled 0 through 9. Click on any of these buttons and a file selector will appear to let you set the path for that variable.

To use a pathname variable, all that's necessary is to enter its number after the ~D(X) characters. Using the above example for calling ARC.TTP, you can employ a pathname variable (instead of an explicit path) by using a command line like:

```
vh ~D0 *.*
```

or

```
vh ~DX0 *.*
```

Default Extension - You can tell HotWire to automatically append the extension used in the path specification to the end of the filename on the 'Selection' line by adding the '@' character AFTER the path (or path variable). Examples:

```
vh ~DX0@ *.*
```

```
vh ~DC:\*.ARC@ *.*
```

HotWire will only append the default extension if you don't enter an extension after the filename on the 'Selection' line. In the first example, the extension will be whatever you've defined for path variable number 0. In the second example, the default extension is 'ARC'.

Title Line - You also have the ability to enter a "title line" for the file selector, which will show at the top of the screen (and in the file selector itself IF you're using the Little Green Selector). The title line should be the last part of the ~D command, following all other options. The title line consists of 2 12-character strings, separated by the vertical line character ('|'), and enclosed in single or double quotes. Examples:

```
vh ~DX0@''Locate ARC|file to list'' *.*

vh ~DC:\*.ARC'List which|ARC file?' *.*

xh ~D0@''Extract from|which ARC?'' ~D1''Put these|files where?''
```

As you can see in our third example above, it's possible to have more than one ~D sequence on a single command line.

Use Existing Path/File - If a ~D command using a path variable is immediately followed by the equal sign ('='), HotWire subtitutes whatever path and filename are already defined for that pathname variable. This lets you use a previously defined path/filename without the necessity to select it again.

(By the way, we do realize that the above description is highly technical. In the near future we're planning to write a more comprehensive tutorial, taking you through the programmable command line process step by step. When this document is finished, we'll be circulating it through the telecom services like GEnie and Compuserve. In the meantime, the information given here should be enough to let you get started. Don't be afraid to experiment with this stuff; you can't hurt anything by doing so.)

New Feature in CLOCKSET.PRG 1.1

The Clock Setter program now has a dual purpose. If you put it in your AUTO folder, it will read the clock in the keyboard processor, use this time to set the GEMDOS clock, and display a message with the current date and time. This feature is intended for users who have an internal battery clock. It has only been tested with the TIME-SAVER clock by Mind Mine but should work with all internal clocks which hook up through the keyboard processor.

The main reason for adding this feature is so that users of the Z-Time clock can get rid of the Z-Time software which conflicts with much of our software and still have the correct time showing on the screen via the CLOCKSET program and HotWire.

NOTE: Make sure that you don't put the original CLOCKSET.PRG 1.0 in your AUTO folder or you may end up in a continuous crashing bootup cycle.

HotWire 1.3 Manual Update

If you still have the HotWire 1.0 manual (red and black cover) and have never updated beyond version 1.1, we suggest that you update to the 1.3 manual. Features are explained there which are not covered in these release notes, such as chaining, along with many others.

The 1.3 manual can be purchased for $5.00 from CodeHead Software. Proof of HotWire purchase is also required, such as your registration card on file here, sending in your master disk, or returning your 1.0 manual.

Low Resolution Scrolling

In low res, you can now use '+' on the numeric keypad (in addition to the 'Help' key) to scroll the display horizontally. This was added in order to be more consistent with MaxiFile which also uses the plus key.

HotWire Release Notes
Version 1.4
Release date: Monday, November 27, 1989

Free MultiDesk Update!

The HotWire menu has a special entry allowing you to directly enter MultiDesk, CodeHead's accessory manager. This option will be disabled unless MultiDesk version 1.8 or greater is present in your system. For this reason we are offering a free update to MultiDesk, **if you have a version earlier than 1.8.** Simply send in your MultiDesk disk with your HotWire registration card and we'll send you a free update.

NEW FEATURES OF VERSION 1.4

Ledger Feature

The new ledger function of HotWire keeps track of the amount of time spent in each program that you run from HotWire. To enable ledgering, bring up the 'Info' box and click on 'LEDGER' (make it solid colored). This is the master ledger switch and must be turned on for the ledger function to operate. Next, for each program in which you wish to keep track of time, bring up its 'Options' box and enable its 'LEDGER' button. The time spent within that program will now be logged into a ledger file. There is one more step you will want to take. If you don't set a ledger path, your ledger files will be created in the current directory, which means after running a lot of programs they may end up all over the place. You should create a folder somewhere (called 'LEDGERS', or whatever) and use the 'SET PATHS' option described below to inform HotWire of its location. Then all of your ledger files will be kept in one place.

In order to make these changes permanent, you must remember to 'SAVE CONFIG' in the 'Info' box (for the ledger path), and save your .HOT file if you have enabled 'LEDGER' for any of its programs' options.

A new ledger file will be created for each day, with a file name formed from the date, e.g. "HW112289.LGR" for November 22, 1989. For this reason you should make sure that your internal time and date is correct. If you have a 520ST or 1040ST without a battery clock and no clock in your hard drive, you will have to set your clock each day. We have provided a program to do this for you (see below).

Each time you exit from a program with ledgering enabled, a box will appear while the ledger file is updated, showing the HotWire title of the program and the ledger file name. If a ledger file already exists for the current day, a new entry will be added to the existing file. Ledger files are simple text files which may be edited with a text or word processor, or you may show or print them from the desktop. A typical ledger file looks something like this::

```
HotWire Ledger File      Monday, November 27, 1989      Total elapsed time this session: 14:21:31

Application              Document          Start          End            Elapsed
-------------------      ------------      -----------    -----------    --------
ICD Tape Backup                            11:29:38 pm    10:10:34 am    10:40:57
Flash!                   DO_GENIE.DO       10:11:30 am    10:37:42 am    00:26:14
Call ED                  CAPSLOCK.WRK      10:40:06 am    11:06:08 am    00:26:02
Assemble CAPSRITE        CAPSLOCK.WRK      11:06:08 am    11:06:10 am    00:00:01
Assemble CAPSLEFT        CAPSLOCK.WRK      11:06:12 am    11:06:12 am    00:00:01
Word Writer ST           README14.DOC      11:14:32 am    11:18:46 am    00:04:15
Call ED                  HOTWIRE0.WRK      11:19:28 am    11:36:24 am    00:16:56
Mad Mac (-2)             HOTWIRE0.WRK      11:36:24 am    11:36:54 am    00:00:30
Call ED                  HOTWIRE0.WRK      11:38:46 am    11:43:42 am    00:04:56
Mad Mac (-2)             HOTWIRE0.WRK      11:43:42 am    11:44:12 am    00:00:30
Flash!                   DO_DELPH.DO       11:45:44 am    11:45:50 am    00:00:05
Timeworks Publisher                        11:46:34 am    11:52:26 am    00:05:53
Mad Mac (-2)             HOTWIRE0.WRK      11:52:28 am    11:52:58 am    00:00:30
Call ED                  HOTWIRE0.WRK      11:54:12 am    11:56:22 am    00:02:11
Mad Mac (-2)             HOTWIRE0.WRK      11:56:22 am    11:56:52 am    00:00:30
ARC Shell 2.0                              11:59:10 am    12:09:54 pm    00:10:43
```

As you can see, the start and end times for each program are shown, along with the total time spent within that program. The current date and the total elapsed time spent keeping track of this ledger file are shown at the top of the ledger. If you have used a document to start up an installed application, the document's name will also be shown in the ledger file. Note that in this example, the first program in the list (ICD Tape Backup) was started before midnight of the preceding day, and was not exited until 10:10:34 am the current day.

We have future plans to write a program which will read and correlate ledger files, generating useful information such as a list of all times spent in one program over a period of many days, or maybe a list of the total elapsed time spent each day. Maybe one of you aspiring programmers would like to beat us to the punch. How about it?

Corner Clock / Clock Setter Program

Once we added the ledger feature, we realized the need for a corner clock in HotWire, so we added one. To show the corner clock, bring up the 'Info' box and enable the 'CLOCK' button (make it solid colored). This is the master clock switch to enable the corner display from HotWire. You must use 'SAVE CONFIG' in order to make this change permanent. Next, you may enable the 'CLOCK' button in the 'Options' box of any program in which you'd like the clock to also appear. This allows you to choose which programs will show the corner clock because its presence may interfere with some programs' displays. After changing the 'CLOCK' button in your programs' options boxes, you should save your .HOT file to make the changes permanent.

We've included a special clock setting program, "CLOCKSET.PRG", to assist you in setting the time and date. Its use is very simple. Just run the program (you may want to install it in your HotWire menu). It will show the current time and date and allow you to change it as you desire. When you're done, click on 'OK' (or 'Cancel' if you don't want to change the time/date).

NOTE: CLOCKSET.PRG sends a special message to HotWire to tell it to update its clock. If you set your clock with another utility, HotWire will not know that the time has changed and will not change its display until you enter the 'Info' box and turn the 'CLOCK' button off and then on again.

Set Paths

The 'SET PATHS' button in the 'Info' box brings up a dialog box which allows you to define three different paths. When you click on one of these buttons, the file selector will appear. Use the file selector to find the directory you wish to use and select OK.

The first button is for the default HotWire path. This path defines the location of your .HOT files and .WRK files (it was formerly the only path that could be set in HotWire). It is in this directory that HotWire will look for HOTWIRE0.HOT or HOTWIRE.HOT when it first initializes. This is also the location for shift-numeric-keypad loading of .HOT and .WRK files 0-9 (see manual) and control-numeric-keypad saving of .HOT files 0-9. We set our default path to a folder called HOTSTUFF.

The second button defines the location of your ledger files. As described above, this allows you to locate a folder where all your ledger files will be written.

The third button defines not only a path but also a filename and is used to locate MaxiFile. If you use MaxiFile as a program, you can tell HotWire where MaxiFile is located (make sure that you select not only a directory, but also the filename for MaxiFile).

After setting or changing any of these paths you should use the 'SAVE CONFIG' option to make the changes permanent.

Save Config

When you select 'SAVE CONFIG' from the 'Info' box, an alert box will appear asking you if you're sure you want to save your configuration. If you confirm, HotWire will save the system path, ledger path, MaxiFile location, and environment parameters, as well as the ledger, clock, and warnings settings. The configuration will be saved directly into the HotWire program file so if you have renamed it, HotWire will ask if you'd like to locate it before saving.

Passwords

You may now enter a password for any program to which you would like to restrict access. To add password protection to a menu item, bring up its 'Options' box (by right-clicking) and click on 'Password'. The 'Password' dialog box will appear asking you to type in a password of up to 8 characters. Enter the password of your choice and click 'OK'. You must save your HOT file if you wish to keep the password. Now when you select that menu item, HotWire will ask you to enter the password. For your protection, the password will not appear on the screen. If you don't enter the correct password, you can't run the program (or start the document). Passwords are case-sensitive; that is, upper and lower case letters are different. If you wish to change the password, you will need to enter any existing password before entering a new one.

Environment Parameters

You may now enter up to 12 environment parameters into HotWire. Environment parameters are pieces of information that may be used by other programs. Although most programs do not make use of these environment strings, they are of some use to compilers and assemblers. For this reason, most people will not find them useful although programmers might find them invaluable. After entering or changing any of the environment variables you'll need to use the 'SAVE CONFIG' option in the 'Info' box to make them permanent.

MaxiFile Interface

There is now a MaxiFile icon on the HotWire screen. You may click on it to directly enter MaxiFile. If MaxiFile (or MultiFile 1.2) is present as an accessory, it will appear immediately. If neither accessory is currently available, HotWire will try to load MaxiFile as a program from the location that you have saved in the 'SET PATHS' box. If this fails, an alert box will appear informing you that you'll need to have MaxiFile (or MultiFile 1.2) in order to use this feature. This alert box will also allow you to locate the MaxiFile program.

You can also press the F10 function key instead of clicking on the MaxiFile icon. In previous versions of HotWire the F10 would exit from the HotWire screen. Exiting is still available by pressing the Return or Enter key.

When MaxiFile has been called from HotWire, the MaxiFile exit button will read 'HOT!', showing you where you'll be returning to when you select it. You can double-click on any executable file on the MaxiFile screen to run the program just like on the GEM desktop. If you double-click on a document type for which there is a program installed in the current HotWire menu, the installed program will run and automatically load the document. These features are only available when MaxiFile has been called from the HotWire control panel.

HotWire also has special features for calling MaxiFile as a program. These allow you to use MaxiFile as if it were an accessory, but not give up the memory required as an ACC. When you first run MaxiFile from the HotWire control panel, it will run with the currently saved default setup. But when you exit from MaxiFile, it will tell HotWire its current setup (Source and Destination paths, warning setting, sort options, etc. -- everything but the 20 default paths). The next time you run MaxiFile from the control panel, HotWire will send this information back to MaxiFile so that MaxiFile comes up the way you last left it, just as if it were an ACC still in memory.

In order to tell MAXIFILE.PRG that it was called from HotWire, it's necessary that one of the slots in the "Environment Parameters" box be set to "HOTWIRE=". (It doesn't matter what follows the equals sign.) HotWire 1.4 automatically enters this in the last slot in the "Environment" box, so you don't have to do it the first time...but if you edit the Environment Parameters, be careful to leave the "HOTWIRE=" slot alone, or the communication between MAXIFILE.PRG and HotWire will fail.

New Fill Patterns

There are now 8 more fill patterns available in the 'Headers' dialog box.

'Clear All' Warning

You will now be warned (if 'WARNINGS' are enabled) when trying to 'Clear All' entries from the HotWire menu if you have made changes to your HOT file .

'CARDS' Fix

There was a bug in pre-1.4 versions of HotWire when trying to run "CARDS.PRG" from Michtron. Previously an alert box would appear showing "TOS Error 23" and the program would not run. We were relying on some documentation of the shel_read call which proved to be incorrect. The problem is fixed in HotWire 1.4 and you may now run CARDS.PRG without problem.

NEW FEATURES OF VERSION 1.3

Version 1.3 adds a third way to bring up the HotWire menu. See page six of your Reference Manual.

You may now be warned before loading another HOT file if changes have been made to the current one. See page 35.

The registered owner's name will now appear in the bottom of the Info box.

HotWire 1.3 saves its HOT files in compressed format. Now most HOT files are around 2K instead of the previous 10K. The compressed HOT files will not load into previous versions of HotWire. To convert your old files to the compressed format, just load each one into HotWire and save it again.

An obscure bug in the chaining feature has been fixed. This bug would only happen if you aborted from a chain and then ran a program from the execute icon.

Be sure to check out the Hot Pathsetter program in the folder called HOTPATH and the Little Green Selector in the folder called LGSELECT. Please note that Little Green Selector is a shareware product and is included with HotWire for your convenience. If you find it useful you should send in a shareware contribution.

TIPS AND TRICKS

STARTGEM/Head Start vs. HotWire

If you're currently using a utility to autorun a program at bootup, such as STARTGEM.PRG or Head Start 1.1, you should REMOVE it from your AUTO folder before installing HotWire. HotWire is not compatible with these "autoboot" programs, and crashes may occur if you try to run them together at bootup time or the system may hang. Since HotWire has its own "autorun" facility, you should use HotWire instead for this purpose.

THUNDER! vs. HotWire

The Thunder! spelling checker accessory uses a bizarre scheme to continually scan the keyboard, watching for misspelled words. Unfortunately, this scheme interferes with HotWire's hot keys. There is a solution, though -- Version 1.8 of MultiDesk (our desk accessory loader/unloader) includes a special mode for the Thunder! accessory which allows you to turn it on and off as needed. Using MultiDesk, you can leave Thunder inactive until you need to use it, so that HotWire's hot keys will work. Then when you need Thunder! (most likely when you're using a word processor) just go to the MultiDesk Config box and turn it on.

If you have Thunder! installed as a regular desk accessory (i.e. not loaded into MultiDesk), you will be unable to use the hot key features of HotWire.

Why is there a delay when I hit a hot key?

Well, there really isn't a delay, it just might seem that way. When you hit a hot key on the desktop to run a program, and that hot key includes one of the "shift" keys (Control, Left/Right Shift, or Alternate), HotWire will wait to actually run the program until the status of the "shift" keys changes. This means that the program will not start until you either let go of the "shift" keys you're holding, or press one of the keys you're not. (See "Using HotWire with G+Plus" for more details.)

Using HotWire with G+Plus

It's a little tricky to use the "Alternate Options" feature of G+Plus (CodeHead Software's replacement for Atari GDOS) with HotWire, but it's definitely possible. The G+Plus Alternate Options menu is brought up by holding down the Alternate key while running a program. If you're at the HotWire Menu, you can simply hold down Alternate while clicking on the program's name in the list. (Make sure to hold Alternate until the program actually starts up; HotWire does some checking before actually starting a program.)

There are two ways to access the G+Plus Alternate Options menu while starting a program from the desktop with a hot key. If the hot key is a single key, with no "shift" keys, you can hit the key and then quickly press and hold the Alternate key immediately afterward; there is enough time to do this, even if the program is running from a hard disk. With just a little practice, you'll be able to do it every time.

If the hot key is a combination involving "shift" keys as well as an alphabetic key, a different technique can be used. HotWire waits until you actually LET GO of the "shift" keys before running a program, or until the status of the "shift" keys CHANGES. Let's say you have a GDOS program installed with Alternate-E as its hot key. From the desktop, you can start that program and also bring up the G+Plus Alternate Options box by following these steps:

1) Hold down the Alternate key and type E.

2) Without releasing the Alternate key, tap and quickly release any other "shift" key. (Control, Right or Left Shift.)

3) Continue to hold the Alternate key until the G+Plus Alternate Options menu appears.

In this example, the program will run as soon as you tap and release one of the other "shift" keys, and G+Plus will detect that the Alternate key is still being held down.

Fictitious Names

~~The names of the programs shown on the~~ cover ~~of the HotWire manual under the "UTILITIES" heading are all CodeHead~~ products (most are included in CodeHead Utilities), but none of them are included with HotWire.

All other programs shown on the front cover are completely fictitious (from the mind of our artist, Maurice Molyneaux). Have fun reading their names, but please don't call us and ask where you can get them because the only stores that carry these products are located somewhere in the Twilight Zone.

ROM Versions

HotWire will not work with disk-based versions of TOS 1.4; there are some differences in the disk version's startup code that prohibit HotWire from properly installing itself. (The only people who can have legal copies of TOS 1.4 are registered developers, anyway.)

ShareWare Folder

For your convenience we've provided the latest versions of two shareware programs by Charles F. Johnson. The Little Green Selector (LGSELECT.PRG) and PinHead (PINHED13.PRG) are contained in the folder named SHARWARE on your master disk, along with their respective doc files which you may 'Show' or 'Print'. As these programs are shareware, none of the purchase price of this package is applied to them. If you use these programs (regularly) you are expected to send a shareware payment to Charles at the address listed in the documentation. Thank you.